

DATA TRANSFER CONTROL DEVICE AND ELECTRONIC EQUIPMENT

## TECHNICAL FIELD

The present invention relates to a data transfer control  
5 device and electronic equipment, and, in particular, to a data  
transfer control device and electronic equipment for performing  
data transfer that is based on a standard such as IEEE 1394  
between a plurality of nodes that are connected to a bus.

## 10 BACKGROUND ART

An interface standard called IEEE 1394 has recently been  
attracting much attention. This IEEE 1394 lays down standards  
for high-speed serial bus interfaces that can handle the next  
generation of multimedia devices. IEEE 1394 makes it possible  
15 to handle data that is required to have real-time capabilities,  
such as moving images. A bus in accordance with IEEE 1394 can  
be connected not only to peripheral equipment for computers,  
such as printers, scanners, CD-RW drives, and hard disk drives,  
but also to domestic appliances such as video cameras, VTRs,  
20 and TVs. This standard is therefore expected to enable a  
dramatic acceleration of the digitalization of electronic  
equipment.

Under this IEEE 1394, an event called a bus reset occurs  
if new electronic equipment is connected to the bus, electronic  
25 equipment is removed from the bus, or the number of nodes  
connected to the bus increases. When a bus reset occurs, the  
topology information relating to the nodes is cleared then this

topology information is automatically reset. In other words,  
after a bus reset, tree identification (determination of the  
root node) and self identification are performed, then the nodes  
that are to act as management nodes, such as the isochronous  
5 resource manager, are determined. Ordinary packet transfer then  
starts.

Since the topology information is automatically reset  
after a bus reset under this IEEE 1394, it is possible to insert  
and remove cables in a state called a hot state (hot-plugging).  
10 For that reason, this makes it possible for a user to freely  
plug in cables in the same manner as with ordinary domestic  
electrical appliances such as VTRs, which could be a useful  
factor in popularizing home network systems.

However, it has become clear that such a bus reset would  
15 cause problems, as described below.

(1) Since topology information such as node IDs is  
cleared by the occurrence of a bus reset, the occurrence of a  
bus reset during a transaction will make it necessary to re-do  
that transaction. It is therefore necessary for the nodes to  
20 determine which transactions are incomplete, when a bus reset  
occurs.

However, the processing capabilities of the firmware (CPU)  
that processes the packets is generally low, so that the  
processing of a received packet is done after a given period  
25 of time has elapsed after the reception of that packet. For that  
reason, there is always a large number of unprocessed packets  
and it is necessary to determine which of those many unprocessed

packets were received before or after a bus reset. This processing places a very large load on the firmware. In particular, since an extremely large number of packets are transferred between the nodes after a bus reset, the number of packets received after a bus reset is also extremely large and thus the problem of the increased processing load on the firmware becomes more serious.

(2) If a bus reset occurs after the firmware has issued a packet transmission start command, that transmission is halted. If a bus reset occurs substantially simultaneously with the issue of a transmission start command, it will be impossible for the firmware to learn whether or not the transmission was halted by the occurrence of the bus reset. For that reason, there is a danger that the processing of the firmware will stall, with the firmware on standby until the transmission complete status comes in.

#### DISCLOSURE OF THE INVENTION

The present invention was devised in the light of the above described problems and has as an objective thereof the provision of a data transfer control device that makes it possible to reduce the processing load on firmware when a reset that clears node topology information occurs, making it possible to prevent problems such as stalling of the processing of the firmware caused by the occurrence of a reset, and electronic equipment using the same.

In order to solve the above described problems, a data

transfer control device of the present invention which transfers data between a plurality of nodes connected to a bus, comprises: means which generates identification information for determining whether or not one received packet and the next  
5 received packet are received during different reset intervals, when a reset interval is defined as the period between a reset that clears node topology information and the next reset; and write means which links each received packet with the generated identification information, and writing the linked packet and  
10 identification information into a packet storage means.

This aspect of the present invention makes it possible to determine whether or not Nth and (N+1)th packets were received in different reset intervals, for example, by Nth identification information linked to the received Nth packet  
15 and (N+1)th identification information linked to the (N+1)th packet that was received next. In other words, if the Nth and (N+1)th packets were received within the same Mth reset interval, the Nth and (N+1)th identification information would have the same value, by way of example, but if the Nth and (N+1)th packets  
20 were received within Mth and Lth reset intervals that are different, the Nth and (N+1)th identification information would have different values. It is therefore possible to determine whether or not the Nth and (N+1)th packets were received within different reset intervals, in other words, whether or not a  
25 reset occurred between the receptions of the Nth and (N+1)th packets, by checking for a change in the Nth and (N+1)th identification information. The firmware or the like can

therefore learn the time at which the reset occurred in a simple manner, thus enabling a reduction in the processing load during the reset occurrence.

The identification information may be a toggle bit that  
5 toggles from zero to one or from one to zero when one received packet and the next received packet are packets received within different reset intervals. This makes it possible to learn the time at which a reset occurred in a simple manner, by simply checking for any change in the toggle bit, further reducing the  
10 processing load on the firmware during a reset.

When the packet storage means is a randomly accessible storage means and is divided into a control information area in which is stored packet control information and a data area in which is stored packet data, the identification information  
15 may be included within the control information written to the control information area. This makes it possible to reduce the processing load on the firmware or the like by dividing the packet storage means into a control information area and a data area, enabling an increase in the actual transfer speed of the  
20 entire system. By comprising the identification information within control information that is written to the control information area, it becomes possible for the firmware or the like to simply read the identification information with a low processing load.

25 A data transfer control device of the present invention which transfers data between a plurality of nodes connected to a bus, comprises: write means which writes packet that have been

received from each node into a packet storage means; and first  
pointer storage means which stores first pointer information  
that specifies a boundary in the packet storage means between  
an area for a packet received before the occurrence of a reset  
5 that clears node topology information and an area for a packet  
received after the occurrence of the reset.

The present invention makes it possible for the firmware  
to distinguish between a packet received before the occurrence  
of a reset and a packet received after the occurrence of the  
10 reset in a simple manner, just by reading the first pointer  
information from the first pointer storage means. This also  
makes it possible to perform various different types of  
processing, such as destruction of a packet received before the  
occurrence of the reset and usual processing of a packet  
15 received after the occurrence of the reset.

A start address of the next packet after a packet that was  
received immediately before the occurrence of a reset may be  
stored as the first pointer information in the first pointer  
storage means. This configuration makes it possible to start  
20 the processing of the next packet after a packet that was  
received immediately before the occurrence of a reset, just by  
reading the first pointer information from the first pointer  
storage means, thus reducing the processing load on the firmware  
or the like.

25 The data transfer control device of the present invention  
may further comprise: a second pointer storage means for storing  
second pointer information which specifies a boundary in the

packet storage means between an area for processed packets and an area for unprocessed packets; and a third pointer storage means for storing third pointer information which specifies a boundary in the packet storage means between an area for received packets and an area storing no received packets. This configuration makes it possible to distinguish between unprocessed packets and the most recently received packet in a simple manner, by just reading the second and third pointer information from the second and third pointer storage means.

10       The data transfer control device of the present invention may further comprise processing means which specifies a packet received after the occurrence of the reset, based on the first pointer information stored in the first pointer storage means, and gives priority to processing the specified packet. This configuration makes it possible to avoid situations such as one in which the firmware processing stalls, by enabling preferential processing of a packet received after the reset has occurred.

20       When the packet storage means is a randomly accessible storage means and is divided into a control information area in which is stored packet control information and a data area in which is stored packet data, the first pointer storage means may include: a fourth pointer storage means for storing fourth pointer information which specifies a boundary in the control information area between control information for a packet received before the occurrence of the reset that clears node topology information and control information for a packet.

received after the occurrence of the reset; and a fifth pointer storage means for storing fifth pointer information which specifies a boundary in the data area between data of a packet received before the occurrence of the reset that clears node topology information and data of a packet received after the occurrence of the reset. This configuration makes it possible to determine the boundary in the data area between packets received before and after the occurrence of a reset, by simply reading the fifth pointer information from the fifth pointer storage means, enabling an even further reduction in the processing load on the firmware or the like.

When the data area has been divided into a first data area for storing first data for a first layer and a second data area for storing second data for a second layer, the fifth pointer information may be pointer information which specifies a boundary in the first data area between the first data for a packet received before the occurrence of a reset that clears node topology information and the first data for a packet received after the occurrence of the reset. This configuration makes it possible to reduce the processing load on a first layer (such as firmware), by enabling the first layer to read first data stored in a first data area (such as ORBs) and thus distinguish between before and after a reset. The actual transfer speed of the data transfer control device can be improved by enabling a second layer (such as an application) to read out second data stored in a second data area (such as stream data) continuously.



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A data transfer control device of the present invention which transfers data between a plurality of nodes connected to a bus, comprises: read means which reads a packet from a packet storage means when a transmission start command has been issued; 5 link means which provides services for transmitting read packet to each node; and status storage means which stores status information indicating that the transmission of a packet has been halted, when the transmission of the packet has been halted by the occurrence of a reset that clears node topology 10 information.

This aspect of the invention makes it possible for the firmware or the like to determine whether packet transmission has been halted by the occurrence of a reset, by reading status information from the status storage means. As a result, it is 15 possible to prevent a situation in which the processing of the firmware or the like stalls, even if a reset occurs slightly before the issue of a transmission start command, by way of example.

The data transfer control device may further comprise 20 processing means which issues the transmission start command, and the processing means may cancel transmission processing that has already started, without determining whether or not transmission has been completed, when it has been determined from the status information that transmission of a packet has 25 been halted by the occurrence of the reset. This configuration makes it possible to prevent a situation in which the processing of the firmware stalls, without making it necessary for the

firmware to wait for the transmission complete status to arrive.

In the present invention, the reset may be a bus reset as defined by the IEEE 1394 standard.

In the present invention, data transfer may be in  
5 accordance with the IEEE 1394 standard.

Electronic equipment in accordance with the present invention comprises: any one of the above-described data transfer control devices; a device which performs given processing on data that has been received from another node  
10 through the data transfer control device and a bus; and a device which outputs or stores data that has been subjected to processing. Alternatively, electronic equipment in accordance with the present invention comprises: any one of the above described data transfer control devices; a device which  
15 performs given processing on data that is to be transferred to another node through the data transfer control device and a bus; and a device which takes in data to be subjected to processing.

According to the present invention, since processing load on the firmware or the like which controls data transfer is  
20 reduced, electronic equipment can be made less expensive but with higher processing speeds. Since it is possible to avoid a situation in which the system is stalled by the occurrence of a reset that clears topology information, the reliability of the electronic equipment can also be increased.

25

#### BRIEF DESCRIPTION OF DRAWINGS

Fig. 1 shows the layer structure of IEEE 1394.

Figs. 2A and 2B are illustrative of the various services provided by the transaction layer and the link layer.

Fig. 3 is illustrative of the SBP-2.

Fig. 4 shows an example of the configuration of a data transfer control device in accordance with an embodiment of this invention.

Fig. 5 is illustrative of a technique of separating (dividing) within a RAM (packet storage means).

Fig. 6 shows the configuration of a comparative example.

Fig. 7 is illustrative of the method of data transfer implemented by the configuration of Fig. 6.

Fig. 8 is illustrative of the method of data transfer of this embodiment of the present invention.

Figs. 9A and 9B are illustrative of the halting of a transaction by the occurrence of a bus reset.

Fig. 10 is illustrative of the toggle bit BT.

Fig. 11 is illustrative of a method of comprising the toggle bit BT within headers.

Fig. 12 is illustrative of the bus reset pointer.

Figs. 13A, 13B, and 13C are illustrative of the processing of the firmware when a bus reset packet is used and when a bus reset pointer is used.

Fig. 14 is illustrative of the bus reset ORB pointer.

Figs. 15A and 15B are flowcharts that are illustrative of the processing of the firmware when only a bus reset header pointer is used and when a bus reset ORB pointer is used.

Fig. 16 is a flowchart that is illustrative of a method

in which the processing give priority to a packet received after a bus reset.

Figs. 17A, 17B, 17C, and 17D are illustrative of the bus reset transmission halt status.

5 Figs. 18A and 18B are flowchart illustrative of the processing of the firmware when the bus reset transmission halt status is used and when it is not used.

Fig. 19 shows details of the configuration of the reception side.

10 Fig. 20A shows the format of a packet having block data in asynchronous transfer in accordance with the IEEE 1394 standard and Fig. 20B shows the format of the header portion of a packet stored in RAM and having block data in asynchronous reception.

15 Fig. 21 is illustrative of TAG.

Figs 22A and 22B are state transition diagrams of the BT generation circuit.

Fig. 23 is a timing waveform chart that is illustrative of the operation of the BT generation circuit.

20 Fig. 24 is illustrative of details of the various pointer registers.

Fig. 25 is illustrative of details of the bus reset transmission halt status.

25 Fig. 26 is a timing waveform chart that is illustrative of details of the bus reset transmission halt status.

Figs. 27A, 27B, and 27C show examples of the internal block diagrams of various items of electronic equipment.

Figs. 28A, 28B, and 28C show external views of various items of electronic equipment.

#### BEST MODE FOR CARRYING OUT THE INVENTION

5 Detailed embodiments of this invention are described below with reference to the accompanying drawings.

#### 1. IEEE 1394

The description first relates to an outline of IEEE 1394.

##### 10 1.1 Outline

The IEEE 1394 standard (IEEE 1394-1995, P1394.a) enables high-speed data transfer at 100 to 400 Mbps (P1394.b concerns 800 to 3,200 Mbps). It also permits the connection of nodes of different transfer speeds to the same bus.

15 The nodes are connected in a tree configuration in which a maximum of 63 nodes can be connected to one bus. Note that the use of bus bridges enables the connection of approximately 64,000 nodes.

IEEE 1394 provides for asynchronous transfer and  
20 isochronous transfer as packet transfer methods. In this case, asynchronous transfer is suitable for data transfers where reliability is required and isochronous transfer is suitable for transfers of data such as moving images and audio, where real-time capabilities are required.

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##### 1.2 Layer Structure

The layer structure (protocol structure) covered by IEEE

1394 is shown in Fig. 1.

The IEEE 1394 protocol is configured of a transaction layer, a link layer, and a physical layer. A serial bus management function monitors and controls the transaction layer, link  
5 layer, and physical layer, and provides various functions for controlling nodes and managing bus resources.

The transaction layer provides an interface (service) for transaction units within upper layers and a link layer for lower layers, and executes transactions such as read transactions,  
10 write transactions, and lock transactions.

In this case, a read transaction causes data to be transmitted from the responding node to the node that requested the data. Similarly, a write transaction causes data to be transmitted from the requesting node to the responding node.  
15 A lock transaction causes data to be transmitted from the requesting node to the responding node, and the responding node then processes that data and returns it to the requesting node.

The services provided by the transaction layer are configured of four services (request, indication, response, and  
20 confirmation), as shown in Fig. 2A.

In this case, a transaction request is a service that causes the requesting side to start a transaction, and a transaction indication is a service that informs the responding side that a request has been reported. A transaction response  
25 is a service that returns the state or data of the responding side to the requesting side, and a transaction confirmation is a service that informs the requesting side that a response has

arrived from the responding side.

The link layer provides functions such as addressing, data check, data framing for packet transmission/reception, and cycle control for isochronous transfer.

5       The services provided by the link layer are configured of four services (request, indication, response, and confirmation), as shown in Fig. 2B.

10       In this case, a link request is a service that transfers a packet to the responding side and a link indication is a service that receives a packet from the responding side. A link response is a service that transfers an acknowledgment from the responding side and a link confirmation is a service that receives an acknowledgment from the requesting side.

15       The physical layer converts the logical symbols used by the link layer into electrical signals, performs bus arbitration, and defines the physical bus interface.

20       The physical layer and link layer are usually implemented by hardware such as a data transfer control device (interface chip). The transaction layer is implemented either by firmware (processing means) operating on the CPU, or hardware.

Note that a protocol called the serial bus protocol 2 (SBP-2) has been proposed as a higher-order protocol that comprises some of the functions of the transaction layer under IEEE 1394, as shown in Fig. 3.

25       In this case, SBP-2 is proposed in order to enable utilization of the SCSI command set on top of the IEEE 1394 protocol. Use of this SBP-2 minimizes the changes to be made.

to the SCSI command set that is used in electronic equipment that conforms to the existing SCSI standards, and also enables their use in electronic equipment that conforms to the IEEE 1394 standard. The design and development of electronic equipment  
5 can be simplified thereby. Since it is also possible to encapsulate device-specific commands, not just SCSI commands, this greatly increases the universality of the command set.

With SBP-2, log-in processing is done by first using an operation request block (ORB) for initializing a log-in or fetch  
10 agent, which is created by an initiator (such as a personal computer). The initiator then creates an ORB (command block ORB) comprising a command (such as a read command and write command), then informs the target of the address of the thus created ORB. The target acquires the ORB created by the initiator by fetching  
15 from that address. If the command within the ORB was a read command, the target executes a block write transaction to transmit data from the target to the data buffer (memory) of the initiator. If the command within the ORB was a write command, on the other hand, the target executes a block read transaction  
20 to receive data from the data buffer of the initiator.

With this SBP-2, the target can execute a transaction to send or receive data when its own circumstances allow. Since it is therefore not necessary for the initiator and the target to operate in synchronism, the efficiency of data transfer can  
25 be increased.

Note that protocols other than SBP-2 are also being proposed as protocols of a higher order than IEEE 1394, such



as the function control protocol (FCP).

### 1.3 Bus Reset

Under the IEEE 1394, a bus reset occurs when power is  
5 applied or devices have been disconnected or connected while  
power is on. In other words, each node monitors the voltage state  
at the corresponding port. If a voltage change occurs at a port  
because of the connection of a new node to the bus, for example,  
a node that has detected that change informs the other nodes  
10 on the bus that a bus reset has occurred. The physical layer  
of each node informs the link layer that a bus reset has occurred.

When such a bus reset occurs, topology information such  
as node IDs is cleared, then this topology information is  
automatically reset. In other words, tree identification and  
15 self identification are performed after a bus reset. The nodes  
that are to act as management nodes, such as the isochronous  
resource manager, cycle master, and bus manager are then  
determined. Ordinary packet transfer starts.

Since the topology information is automatically reset  
20 after a bus reset under this IEEE 1394, it is possible to  
implement a hot-plug configuration in which the cables of  
electronic equipment can be freely removed or inserted.

Note that if a bus reset occurs during a transaction, that  
transaction is cancelled. The requesting node that issued the  
25 canceled transaction transfers the request packet again, after  
the topology information has been reset. The responding node  
does not return a response packet to the requesting node for

a transaction that has been canceled by a bus reset.

## 2. Overall Configuration

The overall configuration of the data transfer control  
5 device in accordance with this embodiment of the invention is  
described below, with reference to Fig. 4.

In Fig. 4, a PHY interface 10 is a circuit that provides  
an interface with a PHY device (a physical-layer device).

A link core 20 (link means) is a circuit implemented in  
10 hardware that provides part of the link layer protocol and the  
transaction layer protocol; it provides various services  
relating to packet transfer between nodes. A register 22 is  
provided for controlling the link core 20 that implements these  
protocols.

15 A FIFO (ATP) 30, FIFO (ITF) 32, and FIFO (RF) 34 are FIFOs  
for asynchronous transmission, isochronous transmission, and  
reception, respectively; each being configured of hardware  
means such as registers or semiconductor memory. In this  
embodiment of the invention, these FIFOs 30, 32, and 34 have  
20 an extremely small number of stages. For example, the number  
of stages per FIFO can be no more than three, or no more than  
two.

A DMAC 40 (read means), a DMAC 42 (read means), and a DMAC  
44 (write means) are DMA controllers for ATP, ITF, and RF,  
25 respectively. Use of these DMACs 40, 42, and 44 makes it possible  
to transfer data between a RAM 80 and the link core 20 without  
going through a CPU 66. Note that a register 46 provides control

such as that over the DMACs 40, 42, and 44.

A port interface 50 is a circuit that provides an interface with an application-layer device (such as a device for performing print processing for a printer, by way of example).

5 In this embodiment of the invention, the use of this port interface 50 makes it possible to transfer 8-bit data, for example.

A FIFO (PF) 52 is a FIFO used for transferring data between an application-layer device and a DMAC 54 is a DMA controller for PF. A register 56 provides control over the port interface 50 and the DMAC 54.

10 An SBP-2 core 84 is a circuit that implements part of the SBP-2 protocol by hardware. A register 88 provides control over the SBP-2 core 84. A DMAC (for SBP-2) 86 is a DMA controller for the SBP-2 core 84.

15 A RAM area management circuit 300 is a circuit for managing the various areas within the RAM 80. When each of the areas within the RAM 80 becomes full or empty, the RAM area management circuit 300 uses various full or empty signals to control the DMACs 40, 42, 44, 54, and 86.

20 A CPU interface 60 provides an interface with the CPU 66 that controls the data transfer control device. The CPU interface 60 comprises an address decoder 62, a data synchronization circuit 63, and an interrupt controller 64. A clock control circuit 68 controls the clock signals used by this embodiment, and SCLK that is sent from the PHY device (PHY chip) and HCLK, which is the master clock, are input thereto.

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A buffer manager 70 is a circuit that manages the interface with the RAM 80. The buffer manager 70 comprises a register 72 for controlling the buffer manager, an arbitration circuit 74 that arbitrates the bus connection to the RAM 80, and a sequencer 5 76 that generates various control signals.

The RAM 80 functions as a randomly accessible packet storage means, where this function is implemented by SRAM, SDRAM, or DRAM or the like.

Note that the RAM 80 may be accommodated within the data transfer control device of this embodiment of the invention, but it is possible to attach part or all of the RAM 80 externally.

An example of the memory map of the RAM 80 is shown in Fig. 5. In this embodiment of the invention as shown in Fig. 5, the RAM 80 is divided into header areas (AR2, AR3, AR4, and AR6) 15 and data areas (AR5, AR7, AR8, and AR9). The header of a packet (broadly speaking, control information) is stored in a header area and the data (ORB and stream) is stored in a data area.

In this embodiment of the invention, the data areas (AR5, AR7, AR8, and AR9) in the RAM 80 are divided into ORB areas (AR5 and AR7) 20 and stream areas (AR8 and AR9), as shown in Fig. 5.

In addition, the RAM 80 in this embodiment is divided into reception areas (AR2, AR4, AR5, and AR9) and transmission areas (AR3, AR6, AR7, and AR8).

Note that each ORB (first data for a first layer) is data 25 (commands) conforming to SBP-2 as described above. A stream (second data for a second layer that is above the first layer) is data for the application layer (such as print data for a

printer, read or write data for a CD-RW, or image data that has been fetched by a scanner).

A page table area for hardware (HW), a reception header area for HW, and a transmission header area for HW, denoted by  
5 AR1, AR2, and AR3, are areas used by the SBP-2 core 84 of Fig. 4 for writing and reading the page table, reception header, and transmission header.

Note that the areas denoted by AR4, AR5, AR8, and AR9 in Fig. 5 form a structure called a ring buffer.

10 A bus 90 (or buses 92 and 94) shown in Fig. 4 is for connections to applications (a first bus). Another bus 95 (or bus 96), which is for controlling the data transfer control device, is connected electrically to a device (such as a CPU) that controls the data transfer control device as a second bus.  
15 Yet another bus 100 (or buses 102, 104, 105, 106, 107, 108, and 109) is for electrical connections to physical-layer devices (such as a PHY device), as a third bus. A further bus 110 (a fourth bus) is for electrical connections to RAM that acts as a randomly accessible storage means. A still further bus 99 (a  
20 fifth bus) is for reading and writing header information and page table information, to enable the SBP-2 core 84 to implement SBP-2 by hardware.

The arbitration circuit 74 in the buffer manager 70 arbitrates bus access requests from the DMACs 40, 42, and 44,  
25 the CPU interface 60, and the DMACs 86 and 54. Based on the results of this arbitration, a data path is established between one of the buses 105, 107, 109, 96, 99, and 94 and the bus 110

of the RAM 80 (i.e., a data path is established between one of the first, second, third, and fifth buses and the fourth bus).

One feature of this embodiment of the present invention is the way in which it is provided with the RAM 80, which stores  
5 packets in a randomly accessible manner, and also the mutually independent buses 90, 96, 99, and 100 as well as the arbitration circuit 74 for connecting one of those buses to the bus 110 of the RAM 80.

A data transfer control device that has a different  
10 configuration from that of this embodiment is shown in Fig. 6, by way of example. In this data transfer control device, a link core 902 is connected to a PHY device by a PHY interface 900 and a bus 922. The link core 902 is connected to a CPU 912 by FIFOs 904, 906, and 908, a CPU interface 910, and a bus 920.  
15 The CPU 912 is also connected to a RAM 914, which is local memory in the CPU, by a bus 924.

The method of data transfer used with the data transfer control device configured as shown in Fig. 6 will now be described with reference to Fig. 7. A received packet sent from  
20 another node through a PHY device 930 passes through the bus 922, a data transfer control device 932, and the bus 920, then is accepted by the CPU 912. The CPU 912 temporarily writes the accepted received packet to the RAM 914 over the bus 924. The 912 then reads the received packet that has been written to the  
25 RAM 914 over the bus 924, processes the received packet into a form that can be used by the application layer, then transfers it to an application-layer device 934 over a bus 926.

When the application-layer device 934 transfers data, on the other hand, the CPU 912 writes this data to the RAM 914. A header is attached to the data in the RAM 914 to create a packet that conforms to IEEE 1394. The thus created packet is sent to  
5 another node over the path comprising the data transfer control device 932 and the PHY device 930.

However, if the data transfer method of Fig. 7 is employed, the processing load on the CPU 912 is extremely heavy. This means that, even if there is a fast transfer speed over the serial  
10 bus that connects nodes, the actual transfer speed of the entire system is slowed by factors such as processing overheads of the CPU 912, so that it is ultimately not possible to implement high-speed data transfer.

In contrast thereto, this embodiment of the invention  
15 ensures that the bus 90 between a data transfer control device 120 and an application-layer device 124; the CPU bus 96; and the bus 110 between the data transfer control device 120 and the RAM 80 are mutually separated, as shown in Fig. 8. The configuration is therefore such that the CPU bus 96 can be used  
20 solely for controlling data transfer. The bus 90 is also dedicated so that it can be used for data transfer between the data transfer control device 120 and the application-layer device 124. If, for example, the electronic equipment in which the data transfer control device 120 is incorporated is a  
25 printer, the bus 90 can be used exclusively for transferring print data. As a result, the processing load on the CPU 66 can be reduced and the actual transfer speed of the entire system

can be increased. In addition, an inexpensive device can be employed as the CPU 66 and it is also no longer necessary to use a high-speed bus as the CPU bus 96. This ensures that the electronic equipment can be made less expensive and more compact.

### 3. Features of This Embodiment

#### 3.1 Bit Toggled by Bus Reset

An IEEE 1394 transaction is completed by the requesting node transmitting a request packet to the responding node and the requesting node receiving the corresponding response packet from the responding node, as shown in Fig. 9A. There is no problem if a bus reset occurs after such a transaction completion.

If a bus reset occurs during a transaction, on the other hand, the transaction halts as shown at C1 in Fig. 9B. In such a case, the responding node cannot return the response packet for the halted transaction back to the requesting node. Since the transaction has been completed, the requesting node must send the request packet again to the responding node, as shown at C2.

If the data transfer control device of this embodiment of the present invention is incorporated into peripheral equipment such as a printer or CD-RW drive, however, it is usual to use an inexpensive CPU having low processing capabilities as the CPU 66 of Fig. 4, from the point of view of controlling production costs. The processing capabilities of the firmware operating on the CPU 66 are therefore also low. This means that received



packets cannot be processed as soon as they are received, so that a large number of unprocessed received packets exist in the RAM 80. If a bus reset occurs, it is therefore necessary to perform processing to determine whether these unprocessed  
5 packets were received either before or after the bus reset. In other words, it is necessary to perform processing to detect the time at which the bus reset occurred. Since the processing capabilities are generally considered to be low, as described previously, the processing for detecting the time at which a  
10 bus reset occurred is preferably such as to reduce the load thereon.

This embodiment of the present invention uses the method described with reference to Fig. 10.

In other words, a bus reset interval is defined as the  
15 interval between one bus reset (a reset that clears node information) and the next bus reset. As shown by way of example in Fig. 10, the interval between bus resets M and M+1 is a bus reset interval M and the interval between bus resets M+1 and M+2 is a bus reset interval M+1.

20 In this case, this embodiment of the invention generates a toggle bit BT (broadly speaking, identification information) for determining whether or not one received packet and the next received packet were received in different reset intervals. The configuration is such that this toggle bit BT is linked to each  
25 packet and is written to RAM (the packet storage means) as shown at C11 in Fig. 10.

In other words, packets N and N+1 were received in the same

bus reset period M of Fig. 10, so the BT is zero for both. Since packets N+1 and N+2 were received in different bus reset intervals M and M+1, the BT for packet N+1 is zero whereas the BT for packet N+2 is 1. In other words, the BT toggles between  
5 zero and one. Similarly, packets N+4 and N+5 were received in bus reset intervals M+1 and M+2, so the BT toggles from one to zero. Packets N+5 and N+6 were received during bus reset intervals M+2 and M+4, so the BT toggles from zero to one.

As is clear from C12, C13, and C14 of Fig. 10, therefore,  
10 the configuration is such that the time at which BT has toggled correspond to the time at which bus resets occurred (boundaries in RAM). For that reason, the firmware (processing means) can learn the time at which bus resets occurred by simply checking the time at which BT toggled. As a result, the firmware can  
15 perform processing to process packets N+6, N+7, and N+8 (which were received after the last bus reset, by way of example) in the usual manner, and processing to destroy packets N to N+5 that were received before the last bus reset occurred.

This embodiment of the present invention is particularly  
20 characterized in the way in which BT does not change at C15 in Fig. 10. In other words, if BT were to be set to toggle every time a bus reset occurs, it would toggle from one to zero at C15 because bus reset M+4 occurs then. If that were to happen, BT would change from zero to one at C14 in Fig. 10, regardless  
25 of the fact that packets N+5 and N+6 are received in different bus reset intervals. As a result, a problem will occur in that the firmware would not be able to detect the occurrence of the

bus reset between the receptions of the packets N+5 and N+6.

This problem does not occur in this embodiment of the present invention because it is configured in such a manner that BT toggles from zero to one or from one to zero on condition  
5 that sequentially received packets were received in different reset intervals.

Note that in this embodiment of the invention, the RAM described with reference to Fig. 5 is divided into a header area and a data (ORB and stream) area. The headers stored in the header  
10 area and the data stored in the data area are linked by data pointers comprised within the headers. With this embodiment of the invention, the above described toggle bit BT (identification information) is comprised within the header that is written to the header area, as shown in Fig. 11. This  
15 configuration makes it possible for the firmware to detect the time at which the bus reset occurred in a simple manner, just by reading all the headers in the header area together and checking the values of BT in those headers. This enables a further decrease in the processing load on the firmware.

Note that the description with reference to Fig. 10  
20 concerns a case in which the identification information is one bit of data, but the identification information can equally well be two or more bits of data. For example, the value of the identification information could be incremented to 1, 2, 3, etc.,  
25 at C12, C13, and C14 of Fig. 10, instead of changing from zero to one or one to zero.

### 3.2 Bus Reset Pointer

This embodiment of the present invention is also provided with a bus reset pointer register (first pointer storage means) BPR enabling efficient detection of the time at which the bus  
5 reset occurred, as shown in Fig. 12.

In this case, a bus reset pointer BP held within the bus reset pointer register BPR specifies a boundary RB1 in RAM between packets N to N+2 received before a bus reset occurred and packets N+3 to N+6 received after the bus reset occurred.  
10 More specifically, the pointer BP indicates the start address of the next packet N+3 after the packet N+2 that was received immediately before the bus reset occurred.

This embodiment of the present invention is also provided with a processed packet pointer register UPR (second pointer  
15 storage means) and a received packet pointer register PPR (third pointer storage means), as shown in Fig. 12.

In this case, a processed packet pointer UP held in the register UPR specifies a boundary RBP2 in RAM between a processed (used) packet N-1 and an unprocessed (not used) packet  
20 N. More specifically, the pointer UP indicates the start address of the next packet N after the processed packet N-1.

Similarly, a received packet pointer PP held within the register PPR specifies a boundary RBP3 in RAM between the most recent (post) received packet N+6 and the non-received packet  
25 N+7 (the next packet that ought to have been received). More specifically, the pointer PP indicates the start address of the non-received packet N+7 that ought to have arrived next after

the most recent received packet N+6.

The provision of the register BPR makes it possible for the firmware to distinguish between a packet received before the bus reset and a packet received after the bus reset, in a simple manner. The provision of the registers UPR and PPR also  
5 make it possible for the firmware to determine which of the packets has not been processed, in a simple manner (packets N to N+6 in Fig. 12 are unprocessed).

In particular, the pointer BP indicates the start address  
10 of the packet N+3 received immediately after the bus reset. The firmware can therefore start the processing of packets after the bus reset, by simply reading the pointer BP from the register BPR. The pointer UP indicates the start address of the unprocessed packet N. The firmware can therefore start the  
15 processing of unprocessed packets by simply reading the pointer UP from the register UPR.

Another method of distinguishing between a packet received before a bus reset and a packet received after the bus reset that could be considered is a method that utilizes a packet  
20 called a bus reset packet. The use of such a bus reset packet makes it possible to determine that packets N to N+2 that are stored before the bus reset packet are packets received before the bus reset, and packets N+3 to N+6 that are stored after the bus reset packet are packets received after the bus reset, as  
25 shown in Fig. 13A.

With this method, however, the firmware has to read unprocessed received packet in sequence from the RAM up until

the bus reset packet, as shown in steps S1 and S2 in the flowchart Fig. 13B. This method therefore has a problem in that there is a heavy processing load on the firmware, and this problem is particularly severe if there is a large number of unprocessed packets accumulated in RAM.

In contrast thereto, this embodiment of the invention that uses the bus reset pointer BP ensures that the firmware need only read the pointer BP from the register BPR, as shown in step S3 in Fig. 13C. The processing load on the firmware can therefore be dramatically reduced in comparison with the method shown in Fig. 13B.

With this embodiment of the present invention, the RAM shown in Fig. 5 is divided into a header area and a data area. For that reason, a bus reset header pointer register BHPR (fourth pointer storage means) and a bus reset ORB pointer register BOPR (fifth pointer storage means) are provided as shown in Fig. 14, as the bus reset pointer register BR of Fig. 12.

A processed header pointer register UHPR and a processed ORB pointer register UOPR are also provided as the processed packet pointer register UPR. A received header pointer register PHPR and a received ORB pointer register POPR are provided as the received packet pointer register PPR.

In this case, pointers BHP (fourth pointer information), UHP, and PHP held within the registers BHPR, UHPR, and PHPR, respectively, specify boundaries RB11, RB21, and RB31 within the header area of the RAM.

Similarly, pointers BOP (fifth pointer information), UOP, and POP held within the registers BOPR, UOPR, and POPR, respectively, specify boundaries RB12, RB22, and RB32 within the ORB (first data) area of the RAM.

5       The advantages described below can be obtained by using the pointer BOP, which indicates the boundary RB12 of the bus reset in the ORB area, as shown in Fig. 14.

10       In other words, since the boundary RB12 in the ORB area can be specified by a method using only a pointer BHP that indicates the boundary RB11 in the header area, the firmware must perform the processing shown in the flowchart of Fig. 15A.

15       The address of the pointer UOP is first stored (step S10). The system then determines whether or not there is a header in front of the pointer BHP (step 11) and, if there is one, it reads that header (step S12). The header N of Fig. 14 is read thereby, by way of example.

20       The system then determines whether the thus-read header is the header of a packet (ORB packet) having data in the ORB area (step S13). Since the headers N and N+1 in Fig. 14 are not the headers of ORB packets, the flow returns to steps S11 and S12 without proceeding to step S14. Since the headers N+2 and N+3 are ORB pointers, on the other hand, the flow proceeds to step S14 at that point, where the addresses of the ORB pointers (the boundaries RB02 and RB12) are calculated and stored, based  
25       on the data pointers and data lengths comprised within those headers. Since the next header N+4 is not an ORB pointer, the flow returns to S11 at that point. When that happens, since it

is determined at step S11 that there is no header in front of the pointer BHP, the flow branches to step S15 where the address (RB12) of the ORB pointer stored immediately before is determined to be the boundary of the ORB area due to the bus  
5 reset.

As described above, the method of using the pointer BHP alone requires the firmware to perform a heavy processing load, as shown in Fig. 15A. This situation becomes particularly serious when the processing capabilities of the firmware are  
10 low and a large number of headers have accumulated in RAM.

In contrast thereto, use of the pointer BOP makes it possible for the firmware to specify the boundary RB12 by simply reading the pointer BOP from the register BOPR, as shown in the flowchart of Fig. 15B. This therefore enables a dramatic  
15 reduction in the processing load on the firmware, in comparison with the method using the pointer BHP alone.

Under SBP-2, each node (initiator or target) has a 64-bit ID called EUI-64, in addition to the usual 16-bit node ID. In contrast to the node IDs which are reset by a bus reset and  
20 which are always likely to be completely different after a bus reset, each EUI-64 is unique to the corresponding node and is thus not changed after a bus reset. It is therefore necessary to link each EUI-64 to a new node ID after a bus reset and a large number of packets are transferred between the nodes for  
25 this linkage processing. For that reason, a large number of packets will accumulate in RAM within a short period after a bus reset. The number of these accumulated packets will increase



as the number of nodes connected to the bus increases.

It is clear that, if the firmware (transaction layer) of each node were to place priority on processing the packets that were received before the bus reset in such a case, it is likely  
5 that the processing of those nodes will stall. If the processing of one node stalls, the other nodes will be affected thereby.

If a bus reset has occurred in this embodiment of the present invention, the firmware (processing means) first processes a packet that was received after the bus reset.

10 In other words, if it is determined that a bus reset has occurred (step S20 in the flowchart of Fig. 16), the firmware reads the pointers BHP and BOP from the registers BHPR and BOPR (step S21). It then gives priority to processing a packet received after the bus reset (a packet linking the node ID and  
15 the EUI-64) (step S22). In other words, this embodiment of the invention provides the pointers BHP and BOP beforehand, as described previously, making it possible to specify a packet received after a bus reset by the simple process of reading these pointers from the registers BHPR and BOPR. There is therefore  
20 no significant increase in the processing load on the firmware, even if the processing gives priority to the packet received after a bus reset in this manner.

The firmware then reads the pointers UHP and UOP from the registers UHPR and UOPR (step S23) and processes the packets  
25 received before the bus reset (step S24). In other words, it proceeds to processing such as determining whether or not to destroy the packets or whether they are for a transaction that

was halted by the bus reset.

### 3.3 Bus Reset Transmission Halt Status

5 The usual transmission processing is started by the  
firmware issuing a transmission start command (by writing the  
transmission start command to the register 46 of Fig. 4), as  
shown in Fig. 17A. When this transmission start command is  
issued, bus arbitration occurs and, if the firmware is  
successful in the arbitration, actual packet transfer over the  
10 bus starts. If an ACK (acknowledgment) is received from another  
node, the transmission complete status is passed to the  
firmware.

15 If a bus reset had occurred immediately before the issue  
of the transmission start command, as shown in Fig. 17B, the  
usual transmission processing is performed in a similar manner  
to that shown in Fig. 17A. If a bus reset occurs immediately  
after the issue of the transmission start command, on the other  
hand, the transmission is halted, no ACK is returned from  
another node, and thus the transmission complete status is not  
20 passed to the firmware, as shown in Fig. 17C.

If such a bus reset occurs slightly before the firmware  
has issued the transmission start command (written to the  
register), however, the firmware cannot determine which of the  
cases shown in Figs. 17B and 17C has occurred.

25 In other words, after issuing the transmission start  
command (step S30), the firmware determines whether or not a  
bus reset has occurred (step S31). If no bus reset has occurred,

it waits for the arrival of the transmission complete status (step S32). This is the case shown in Fig. 17B. If a bus reset has occurred, on the other hand, the firmware does not wait for the transmission complete status and cancels the transmission  
5 (step S33). This is the case shown in Fig. 17C.

If the bus reset occurred slightly before the issue of the transmission start command, as shown at C20 in Fig. 18A, the processing of the firmware loops at steps S31 and S32, and thus the processing stalls. In other words, it is not possible to  
10 detect the occurrence of the bus reset, so the transmission is not cancelled (the processing does not proceed to step S33) and the transmission complete status is not returned, which means that the processing loops at steps S31 and S2.

With this embodiment of the present invention, the status  
15 indicating that transmission has been halted by a bus reset, as shown in Fig. 17D, is passed to the firmware. More specifically, if a bus reset occurs and the hardware of the data transfer control device performs processing to halt the transmission, the bus reset transmission halt status is written  
20 to the register 46 of Fig. 4. This makes it possible for the firmware to determine whether or not transmission has been halted by the bus reset, as shown in step S41 of Fig. 18B. If it is determined that transmission has been halted by a bus reset, the configuration is such that transmission is canceled without  
25 waiting for the transmission complete status (step S44). This makes it possible to avoid a situation in which the processing of the firmware stalls.

#### 4. Detailed Example

##### 4.1 Detailed Configuration of Reception Side

The description now turns to details of the configuration  
5 of the reception side. An example of the detailed configuration  
of the link core 20 (link means), a FIFO 34, and the DMAC 44  
(write means) is shown in Fig. 19.

The link core 20 comprises a bus monitor circuit 130, a  
serial-parallel conversion circuit 132, and a packet shaping  
10 (reforming) circuit 160.

The bus monitor circuit 130 in this case monitors an 8-bit  
wide data bus D and a 2-bit wide control bus CTL that are  
connected to a PHY device by the PHY interface 10.

The serial-parallel conversion circuit 132 converts the  
15 data on the data bus D into 32-bit data.

The packet shaping circuit 160 shapes (reforms) each  
packet that has been transferred in from another node, into a  
form that can be used by an upper layer. The format of a packet  
having block data in asynchronous transfer in accordance with  
20 the IEEE 1394 standard is shown in Fig. 20A by way of example.  
The format of a header portion (stored in the header area of  
the RAM 80) of a packet having block data in asynchronous  
reception is shown in Fig. 20B. The thus-configured embodiment  
of the present invention shapes a packet that is in the format  
25 shown in Fig. 20A into a packet of the format shown in Fig. 20B,  
so that it can be used by an upper layer such as the firmware.

The packet shaping circuit 160 comprises a packet check

circuit 142, a sequencer 167, a buffer 168, and a selector 170; and the packet check circuit 142 comprises a tag generation circuit 162, a status generation circuit 164, and an error check circuit 166.

5       The packet check circuit 142 in this case is a circuit that diagnoses packets. The tag generation circuit 162 generates tags that are information for identifying write areas in packets, and the status generation circuit 164 creates various statuses to be added to the packets. The error check circuit 166  
10   investigates error check information, such as parity information and CRCs, which are comprised within each packet, to detect any errors therein.

      The sequencer 167 creates various control signals. The buffer 168 and the selector 170 select one of DI from the  
15   serial-parallel conversion circuit 132, a status from the packet check circuit 142, or data pointers from the DMAC 44, using a SEL signal from the packet check circuit 142.

      The FIFO 34 functions as a buffer for adjusting the phase of RD (which is output data from the link core 20) and the phase  
20   of WDATA (which is data to be written to the RAM 80), and it comprises a FIFO state judgement circuit 35. The FIFO state judgement circuit 35 makes an EMPTY signal go active when the FIFO is empty and a FULL signal go active when the FIFO is full.

      The DMAC 44 comprises a packet division circuit 180, an  
25   access request execution circuit 190, and an access request generation circuit 192.

      The packet division circuit 180 in this case divides

packets that have been shaped by the packet shaping circuit 160 into data, headers, and other parts, based on the tags (DTAGs), then writes those parts to the various RAM areas (see Fig. 5).

The access request execution circuit 190 executes access  
5 requests from the link core 20. When the FULL signal from the FIFO state judgement circuit 35 is active, the access request execution circuit 190 makes a FFULL signal go active. The sequencer 167 within the packet shaping circuit 160 makes RDS, which is a RD (RxData) strobe signal, go active on condition  
10 that FFULL is not active.

Note that RFAIL is a signal used by the sequencer 167 to inform the access request execution circuit 190 that a reception has failed.

The access request generation circuit 192 issues an access  
15 request to the RAM 80. The access request generation circuit 192 receives WACK (which is a write acknowledgment from the buffer manager 70) and EMPTY from the FIFO state judgement circuit 35, and outputs WREQ (which is a write request) to the buffer manager 70.

20 The packet division circuit 180 comprises a tag determination circuit 182 and an address generation circuit 188, as shown in Fig. 19, and the address generation circuit 188 comprises a pointer update circuit 184.

The tag determination circuit 182 in this case identifies  
25 the tags (DTAGs) created by the tag generation circuit 162 and determines the write area for the output WDATA of the FIFO 34.

The pointer update circuit 184 comprised within the

address generation circuit 188 sequentially updates (increments or decrements) the pointers (data pointer and header pointer) in the thus-determined area. The address generation circuit 188 generates an address as indicated by the sequentially updated pointers and outputs it as WADR to the buffer manager 70. The address generation circuit 188 outputs a data pointer DP (a data pointer for the reception ORB area or a data pointer for the reception stream area) to the packet shaping circuit 160. The packet shaping circuit 160 embeds this data pointer in the header of the packet (see C30 in Fig. 20B). This makes it possible to link each header stored in the header area to the corresponding data stored in the data area (see Fig. 11).

Examples of the tags (DTAGs) used by this embodiment of the present invention are shown in Fig. 21. If the tag is (0001) or (0010), as shown in Fig. 21 by way of example, the header of the received packet (the output WDATA of the FIFO 34) is written to the reception header area of Fig. 5. Similarly, if the tag is (0100), the data of the received packet is written to the reception ORB area, or if the tag is (0101), the data of the received packet is written to the reception stream area.

If the tag is (1001) or (1010), the header of the received packet is written to the reception header area for hardware (HW). Similarly, if the tag is (1100), the data of the received packet is written to the reception ORB area for HW, or if the tag is (1101) the data of the received packet is written to the reception stream area for HW. Note that "for hardware/HW" in

this case denotes that this data is for the SBP-2 core 84 of Fig. 4.

#### 4.2 BT generation circuit

5 The status generation circuit 164 comprises a BT generation circuit 165. This BT generation circuit 165 generates the toggle bit BT that was described with reference to Fig. 10. The thus generated BT is embedded in the header of packet after it has been shaped, as shown at C31 in Fig. 20B.

10 State transition diagrams of the BT generation circuit 165 are shown in Figs. 22A and 22B.

In Fig. 22, RECEIVED is an internal signal of the BT generation circuit 165 and BRIP is a signal indicating that a bus reset is in progress. This BRIP signal is generated by the  
15 bus monitor circuit 130 of Fig. 19. In other words, the bus monitor circuit 130 accepts status information from the PHY device through the data bus D and determines whether or not a bus reset has occurred from this status information. If the bus monitor circuit 130 determines that a bus reset has occurred,  
20 it sets BRIP to high and returns it to low thereafter.

As shown in the state transition diagram of Fig. 22A, RECEIVED goes from low to high on condition that a packet has been received, or from high to low on condition that BRIP is high. As shown in the state transition diagram of Fig. 22B, the  
25 toggle bit BT toggles from low to high or from high to low on condition that BRIP and RECEIVED are both high.

A timing chart of the above signals is shown in Fig. 23.



C40, C41, and C42 in Fig. 23 indicate points at which RECEIVED goes from low to high because a packet has been received. C43, C44, and C45 indicate points at which RECEIVED goes from high to low because BRIP (the bus-reset-in-progress signal) has gone high.

C46, C47, and C48 indicate points at which BT toggles from low to high or from high to low because both BRIP and RECEIVED are high. At C49, on the other hand, BT does not change because RECEIVED is not high. In other words, since no packet was received during the bus reset interval M+2, BT does not change even if a bus reset occurred (i.e., BRIP went high) during that time. This configuration makes it possible to generate the toggle bit BT in such a manner that it changes whenever sequentially received packets are packets received during different bus reset intervals, as described with reference to Fig. 10.

#### 4.3 Pointer Registers

The description now turns to details of the pointer registers of Fig. 14, using Fig. 24 for reference.

Registers 310, 314, and 318 are registers for storing the received header pointer, the received ORB pointer, and the received stream pointer, respectively (see Fig. 14). These registers 310, 314, and 318 receive WHADR (address of the header area), WOADR (address of the ORB area), and WSADR (address of the stream area) from the address generation circuit 188. The registers 310, 314, and 318 also receive a reception completed

signal RXCOMP from the link core 20. The registers 310, 314,  
and 318 fetch and store WHADR, WOADR, and WSADR from the address  
generation circuit 188 at the timing at which this RXCOMP goes  
active. This makes it possible to store the addresses of the  
5 boundaries RB31, RB32, etc., of Fig. 14.

Registers 312 and 316 are registers for storing the bus  
reset header pointer and bus reset ORB pointer, respectively  
(see Fig. 14). These registers 312 and 316 receive the bus-  
reset-in-progress signal BRIP from the link core 20. The  
10 registers 312 and 316 fetch and store the addresses that are  
stored in the registers 310 and 314 at the timing at which this  
BRIP goes active. This makes it possible to store the addresses  
of the boundaries RB11 and RB12 of Fig. 14.

Registers 320, 322, and 324 are registers for storing the  
15 processed header pointer, the processed ORB pointer, and the  
processed stream pointer, respectively (see Fig. 14).

A start/end address register 326 stores the start address  
and end address of each area shown in Fig. 5. Address generation  
circuits 188 and 332 control the generation of addresses, based  
20 on the start and end addresses from the register 326. More  
specifically, they update the pointers sequentially, using each  
start address as a start point. If a pointer has passed an end  
address, the control is such that the pointer returns to the  
corresponding start address (ring buffer structure).

25 The RAM area management circuit 300 comprises a reception  
header area management circuit 302, a reception ORB area  
management circuit 304, and a reception stream area management

circuit 306.

The reception header area management circuit 302 receives the received header pointer from the register 310 and the processed header pointer from the register 320, and outputs a  
5 signal HDRFULL indicating that the reception header area is full to the access request generation circuit 192.

The reception ORB area management circuit 304 receives the received ORB pointer from the register 314 and the processed ORB pointer from the register 322, and outputs a signal ORBFULL  
10 indicating that the reception ORB area is full to the access request generation circuit 192.

The reception stream area management circuit 306 receives the received stream pointer from the register 318 and the processed stream pointer from the register 324, outputs a signal  
15 STRMFULL indicating that the reception stream area is full to the access request generation circuit 192. It also outputs a signal STRMEMPTY indicating that the reception stream area is empty to an access request generation circuit 334.

The access request generation circuits 192 and 334 receive  
20 these full and empty signals and determine whether or not to output a write request WREQ or read request RREQ to the buffer manager 70.

#### 4.4 Bus Reset Transmission Halt Status

25 The description now turns to details of the bus reset transmission halt status, with reference to Figs. 25 and 26.

In Fig. 25, the firmware writes a transmission start

command to a transmission start setting register 340. When that happens, a START generation circuit 342 makes a START signal go active, as shown at C60 in Fig. 26. When that happens, the DMAC 40 outputs a read request to the buffer manager 70 and  
5 transmission starts.

When a TXPRD generation circuit 346 receives the START signal, it makes a TXPRD signal go active to show that transmission is in progress, as shown at C61. If packet transfer ends without problems and the link core 20 makes a transmission  
10 complete signal TXCOMP go active, as shown at 62, the TXPRD signal goes inactive.

If BRIP signal goes active (i.e., if a bus reset occurs) during transmission (when TXPRD is active), as shown at C63, a TXBRABORT generation circuit 348 of Fig. 25 makes a TXBRABORT  
15 signal go active, as shown at C64. The status indicating that transmission has been halted by the bus reset is passed to the firmware through a transmission halt status register 350.

When there is no transmission in progress (when TXPRD is inactive), on the other hand, TXBRABORT does not go active even  
20 if a bus reset occurs and BRIP goes active, as shown at C65 in Fig. 26.

Thus this embodiment of the present invention ensures that the bus reset transmission halt status is passed to the firmware only when transmission has been halted because a bus reset  
25 occurred during that transmission.

## 5. Electronic Equipment

The description now turns to examples of electronic equipment comprising the data transfer control device of this embodiment of the invention.

5 An internal block diagram of a printer that is one example of such electronic equipment is shown in Fig. 27A with an external view thereof being shown in Fig. 28A. A CPU (microcomputer) 510 has various functions, including that of controlling the entire system. An operating section 511 is designed to allow the user to operate the printer. Data such  
10 as a control program and fonts is stored in a ROM 516, and a RAM 518 functions as a work area for the CPU 510. A display panel 519 is designed to inform the user of the operational state of the printer.

Print data that is sent from another node, such as a  
15 personal computer, through a PHY device 502 and a data transfer control device 500 is sent directly to a print processing section 512 over a bus 504. The print data is subjected to given processing by the print processing section 512 and is output for printing to paper by a print section (a device for outputting  
20 data) 514 comprising components such as a print head.

An internal block diagram of a scanner that is another example of electronic equipment is shown in Fig. 27B with an external view thereof being shown in Fig. 28B. A CPU 520 has various functions, including that of controlling the entire  
25 system. An operating section 521 is designed to allow the user to operate the scanner. Data such as a control program is stored in a ROM 526 and a RAM 528 functions as a work area for the CPU

520.

An image of a document is read in by an image read section (a device for fetching data) 522, which comprises components such as a light source and an opto-electric converter, and data of the read-in image is processed by an image processing section 524. The processed image data is sent directly to the data transfer control device 500 over a bus 505. The data transfer control device 500 creates packets by attaching headers and the like to this image data, then sends those packets through the PHY device 502 to another node such as a personal computer.

An internal block diagram of a CD-RW drive that is a further example of electronic equipment is shown in Fig. 27C with an external view thereof being shown in Fig. 28C. A CPU 530 has various functions, including that of controlling the entire system. An operating section 531 is designed to allow the user to operate the CD-RW. Data such as a control program is stored in a ROM 536 and a RAM 538 functions as a work area for the CPU 530.

Data read out from a CD-RW 532 by a read/write section (a device for fetching data or a device for storing data) 533, which comprises components such as a laser, a motor, and an optical system, is input to a signal processing section 534 where it is subjected to given signal processing such as error correction. The data that has been subjected to this signal processing is sent directly to the data transfer control device 500 over a bus 506. The data transfer control device 500 creates packets by attaching headers and the like to this data, then sends those

packets through the PHY chip 502 to another node such as a personal computer.

Data that has been sent in from another node through the PHY chip 502 and the data transfer control device 500, on the other hand, is sent directly to the signal processing section 534 over the bus 506. The data is subjected to given signal processing by the signal processing section 534 then is stored by the read/write section 533 into the CD-RW 532.

Note that a separate CPU for providing data transfer control with respect to the data transfer control device 500 could be provided in addition to the CPU 510, 520, or 530 of Fig. 27A, 27B, or 27C.

In addition, a RAM 501 (equivalent to the RAM 80 of Fig. 4) is shown provided outside the data transfer control device 500 in Figs. 27A, 27B, and 27C, but the RAM 501 could equally well be provided within the data transfer control device 500.

Use of the data transfer control device of this embodiment in electronic equipment makes it possible to perform high-speed data transfer. Therefore, if a user wishes to order a printout from a personal computer or the like, the printout can be completed with only a small time lag. Similarly, a user can see a scanned image with only a small time lag after instructing the scanner to take an image. It is also possible to read data from a CD-RW or write data to a CD-RW at high speeds. The present invention also makes it simple to use a plurality of items of electronic equipment connected to one host system or a plurality of items of electronic equipment connected to a plurality of

host systems, for example.

Use of the data transfer control device of this embodiment in electronic equipment also reduces the processing load on firmware running on the CPU, making it possible to use an inexpensive CPU and low-speed buses. This also enables reductions in the cost and size of the data transfer control device, thus reducing the cost and size of the electronic equipment.

This configuration also makes it possible to prevent a situation in which normal data transfer between items of electronic equipment must wait for a long time is a bus reset is generated by the connection of new electronic equipment to the bus.

Note that the electronic equipment that can employ a data transfer control device in accordance with the present invention is not limited to the above described embodiments, and thus various other examples can be considered, such as various types of optical disk drive (CD-ROM or DVD), magneto-optic disk drives (MO), hard disk drives, TVs, VTRs, video cameras, audio equipment, telephones, projectors, personal computers, electronic organizers, and dedicated wordprocessors.

Note also that the present invention is not limited to the embodiments described herein, and various modifications are possible within the scope of the invention as laid out herein.

For example, the configuration of the data transfer control device in accordance with the present invention can be



that as shown in Fig. 4, but it is not limited thereto.

The present invention is particularly useful for bus resets in accordance with IEEE 1394, but it can equally well be applied to any reset whereby at least node topology  
5 information is cleared.

The pointer information of the present invention is not limited to the start addresses of packets, provided that at least boundaries within the packet storage means are specified thereby.

10 The method by which the packet storage means is divided is also not limited to that described with reference to Fig. 5.

Similarly, the present invention can be applied to data transfer as defined by the IEEE 1394 standard, but it is not  
15 limited thereto. For example, the present invention can also be applied to data transfer in accordance with standards that are based on a similar concept to that of IEEE 1394 or standards that are developed from IEEE 1394.